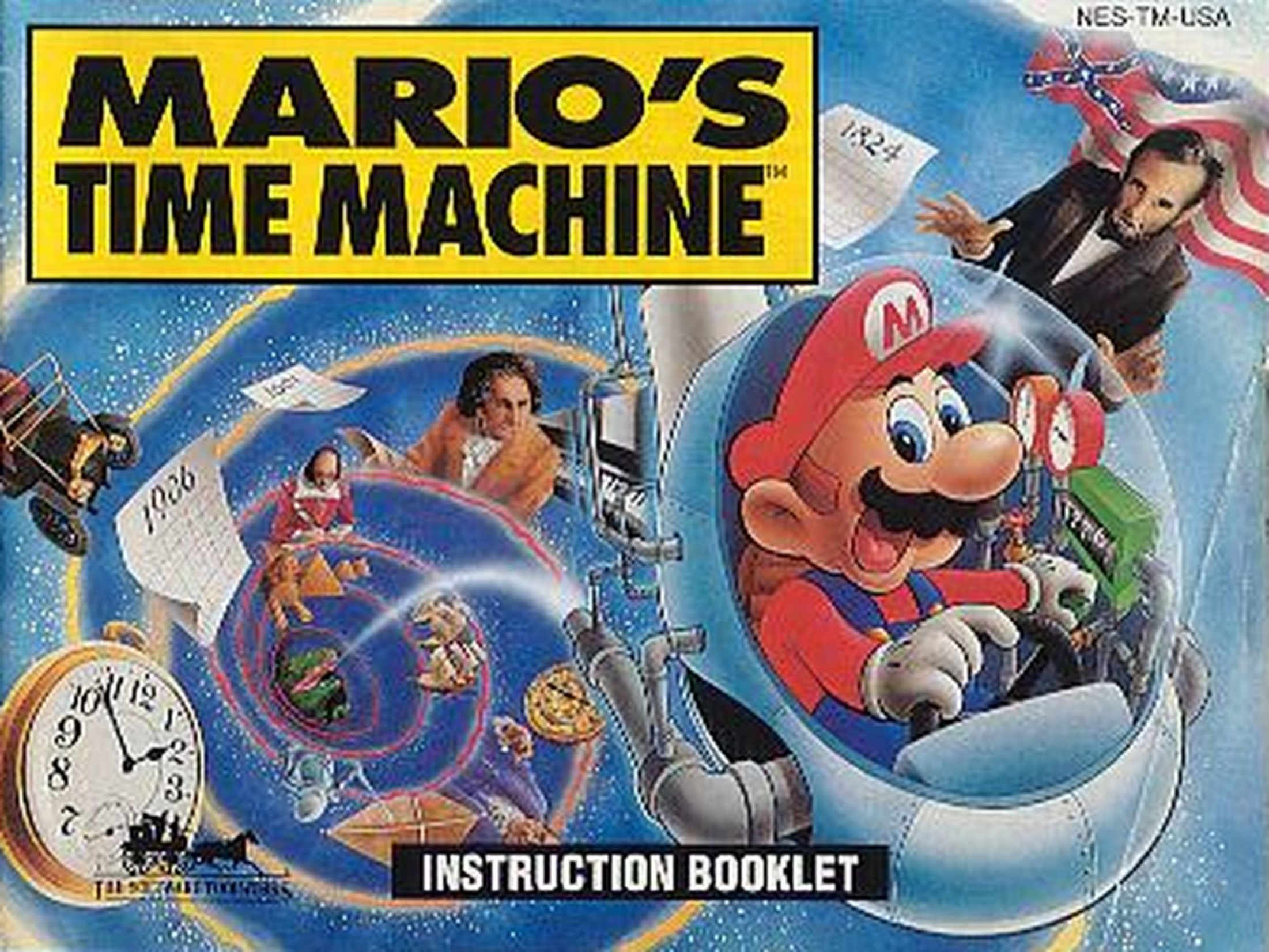
NES-TM-USA

MARIO'S TIME MACHINE™



INSTRUCTION BOOKLET

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

MARIO'S TIME MACHINE™

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MARIO'S TIME MACHINE™

Instruction Booklet

Licensed by Nintendo® for play on the Nintendo Entertainment System®

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INTRODUCTION

Better check your watch! Bowser's out to turn back the clock. Not to Daylight Savings. No! To the Dark Ages!

That terrible turtle is using a time machine, called a Timulator, to loot historical artifacts from the past. His twisted intent? To build Bowser's Museum, fill it with historic booty, then destroy the time machine. This dastardly plan will turn time inside out, make the future bend over backwards, and change the course of history. Forever.

This is no time to let bygones be bygones. Help Mario stop Bowser before he warps time and puts hiccups in history. If not, it's back to stone tools and hieroglyphics! This quest is hot. If you're too late, it'll be lights out. Time's up.

NOTE TO PARENTS

Dear Parents,

Mario's Time Machine is intended to be a fun way for kids to learn about history. But to get the most out of the program, your child may need a helping hand. Here are some things that you can do to help:

- Encourage your child to read all the clues in the game to learn facts about each time period visited with Mario.
- If your child is a young reader, please help by reading clues.
- Discuss anything that you know about the times that your child visits with Mario.
- Share newspaper and magazine articles about these times with your child—sometimes the Sunday paper has a travel history section.

Who knows? In the process of helping your child, you might learn something about history and have fun, too!

Ciao,
Mario

GETTING STARTED

To start the game:

1. Make sure your Nintendo Entertainment System® (NES) is turned off.
2. Put the **Mario's Time Machine** Game Pak in your NES.
3. Turn on your NES.
4. At the title screen, press **Start.**

And, uh oh! Bowser traps Yoshi somewhere in the museum!

PASSWORDS

There are 7 doors with 2 historical artifacts in each room. After you help Mario return an artifact, you get a Password to another level. Write down passwords on the chart below and use them as follows:

1. At the title screen, choose **Continue.**
2. Press ◄ and ► to point to each character; then press ▼ and ▲ to select the proper letter or number to enter the Password.
3. When you are ready, press **Start** to begin that level.

PASSWORDS

BROWSING BOWSER'S MUSEUM

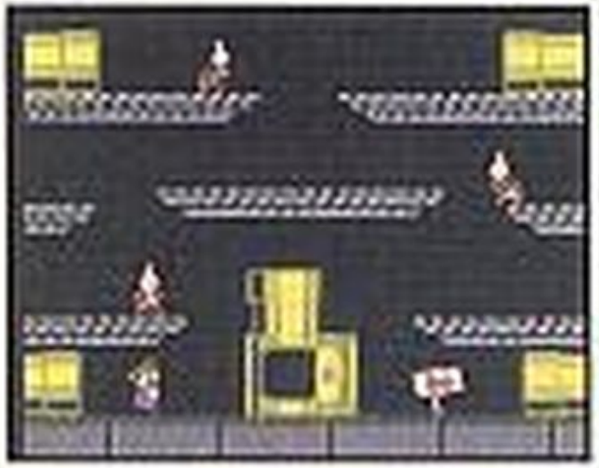
Inside his castle, Bowser hoards historical souvenirs in his personal museum. As that terrible tortoise returns from his time travels, he stashes loot, slowly destroying the wars of time and space. Once the museum is complete, Bowser plans to destroy his time machine, and alter the course of known history. This could mean lights out!

Visit the museum with Mario and Yoshi. After Bowser captures Yoshi, you must help Mario return all artifacts and pass the History Test to free Yoshi and save our History.

Help Mario find a door to the Timulator room and enter it. (To enter a door press ▲.)

PROGRAMMING THE TIMULATOR

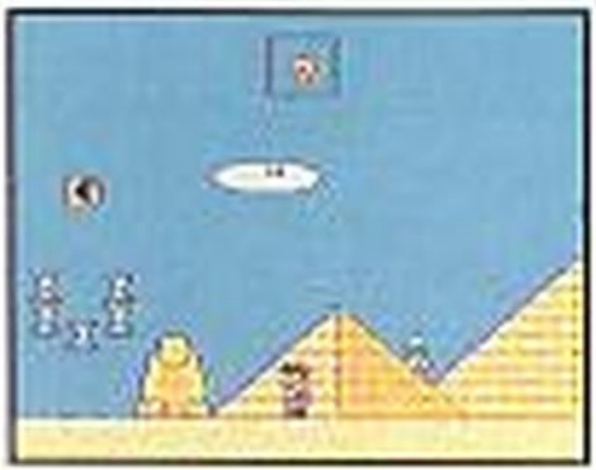
Bowser may be bad but he's good enough to build a time machine, which he calls the Timulator. This awesome contraption can be programmed to return to any time or place that Bowser burgled. The trick is Mario needs to snag an artifact before he can jump into the Timulator. Then you need to figure out where and when the object fits in history. This may require some explorators!



To snag an artifact, Mario must bonk three Koopas off the platforms. When the artifact appears, Mario needs to run over and pick it up. A hint about the artifact appears at the top of the screen. Help Mario jump down into the Timulator. To pick a date in history, use the Control Pad, then press **A** and watch Mario travel through a time warp!

TIMELY TRAVELING TIPS

There's really only one way to figure out which artifacts belong where—Mario's got to visit each time period and get all the information he can. Help Mario walk around and look for information boxes and people. Mario needs to jump up and bonk each box to get all the information. Each time period has six clues. He also needs to talk to people. This can only be done after the question mark is in the top window (press **Start**).



Hint: Twirling jumps will break blocks under the info boxes. Be careful not to break blocks that Mario needs to reach a clue.

TIMELINE

To see the Timeline, make sure that the clock appears in the upper window, then press **Start**.

Taking notes about the Timeline is a really good idea while Time Traveling and also helps you pass the History Test. Make a complete list of years, then scribble down any hints that help you remember where and when. If Mario is in the wrong time and place, he can always climb back into the Timulator, time travel back to Bowser's museum, and try, try again!

MARIO'S TIME MACHINE

YEAR	NOTES

HISTORY TEST

After Mario returns all artifacts to their proper place in history, you must help him pass the History Test to open the door to Yoshi's prison.

Run past all the locked doors to the door marked Test.

Press **A** to read each Question.

Use the Control Pad to select each correct answer, then press **Start**.

Hint: If you give an incorrect answer, press any button to return to that time and review the facts in the Info boxes.

After you pass the test, enter the door and look for Bowser. Bonk Bowser until he drops the key to Yoshi's prison and frees Yoshi! Yippee!

TECHNICAL SUPPORT

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